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Subject: Re: Normal maps and 4.0

Posted by [sla.ro\(master\)](#) on Wed, 14 Dec 2011 10:21:37 GMT

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Normal maps is good for having a more detailed game, this shader can make the difference between a old and new game. having this technology will give to ren a more cool look, more shaders can make game nicer (slower performance) but too many can make game unstable.

example of normal maps

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